STARFINDER SOCIETY

Invasion's Edge

SCENARIO: #1-06
LEVELS: 1–2

MAGIC IN THE MIST

By Scott D. Young

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HOW TO PLAY

PLAY TIME: 2-3 HOURS

LEVEL: 1-2

PLAYERS: 3-6

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GM RESOURCES

Campaign Home Page: starfindersociety.club
Books: *Starfinder Player Core*
Maps: *Starfinder Flip-Mat: Data Center*, *Starfinder Flip-Mat: Forest Moon*
Online Resource: Starfinder Reference Document at paizo.com/sfrd

LEVEL AND DIFFICULTY

This scenario can be played by characters of 1st or 2nd level. The encounters in this scenario are designed for a group of six characters of 1st level. You can use the Adjusting Difficulty sidebars to make the adventure easier or harder, to accommodate groups of various sizes and levels. For more information, see the *Guide to Organized Play: Starfinder Society* at https://lorespire.paizo.com/

SUMMARY

The Starfinders explore Castrovel's Ikal Expanse in search of a mysterious spire shrouded in purple mist reported to appear and vanish without a trace. After locating the structure and overcoming its exterior defenses, the PCs explore the spire and unlock its mysteries—including a magical portal that leads to an unknown destination.

MAGIC IN THE MIST

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ADVENTURE BACKGROUND

Long before the advent of Drift travel and mechanized starships, the elves of Castrovel explored other worlds using a network of magical portals left behind by an ancient and forgotten civilization. They visited the worlds these magical portals, known as *aiudara*, connected to, and settled on those worlds that were hospitable. In time, they learned to build *aiudara* of their own, and elven civilization entered a golden age as they became a truly interplanetary people.

Believing wisdom was found not in the lands and worlds around them, but in the stars above, a sect of elven scholar priests—dubbed Oatia by modern archaeologists—shunned their Sovyrian brethren and traveled to the isolated continent of Ukulam, where they established the city of Loskialua long, long before the Gap. There, the priests set their sights on the stars and lived a life of cosmic contemplation. The Oatians made incredible astronomical breakthroughs; they developed supernatural and magical techniques for surveying the sky beyond their own galaxy, discovered countless new constellations and worlds, captured eons-old messages from distant galaxies, made contact with bizarre and powerful aliens, and communed with cosmic demigods.

In time, most Oatians used magic to leave Castrovel for distant worlds closer to the sites they most desired to study. The Oatian scholar **Seledira** (secretive female Oatian elf scholar) broke the mold, choosing to bring her favorite object of study to Castrovel instead of leaving her beloved home planet and traveling to it. Seledira constructed a magical tower which formed a gateway between Castrovel and an unknown location elsewhere in the Universe, a transitive space that connected the two locations but existed in neither. Seledira spent her life journeying back and forth through the tower as needed to continue her explorations, eventually calibrating her tower to more than two destinations as her astronomical interests shifted and expanded. Seledira's tower was forgotten during the Gap, just one more elven memory lost by the few who knew of its existence in the first place. The fate of Seledira herself is unknown.

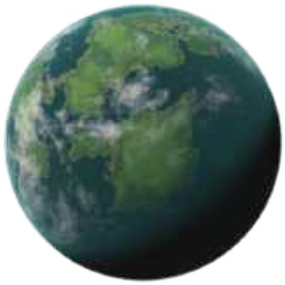
But now, something has changed, and the tower has reappeared—temporarily. Recent expeditions into the continental nature preserve of Ukulam have reported sighting a strange tower shrouded in purple mist that appears for a few hours and then disappears. These sightings are periodic but persistent, yet scientists, explorers, and tourists have all been unable to reach the site or pinpoint its exact location. Intrigued by reports of the vanishing spire, Venture-Captain Arvin has secured permission to dispatch a team of Starfinders to Ukulam's restricted wilderness to locate and explore the mysterious structure.

GETTING STARTED

The adventure begins at the Lorespire Complex on Absalom Station, the Starfinder Society's primary base of operations, where the PCs are scheduled to meet Venture-Captain **Arvin** (friendly male damaya lashunta mentor). Arvin awaits their arrival in a comfortable meeting room. He beckons them inside, introduces himself politely, and asks them to be seated. After the PCs describe and introduce their characters, read or paraphrase the following to begin the briefing.

WHERE IN THE UNIVERSE?

This adventure takes place in the Ikal Expanse, a forested region on the continent of Ukulam on the planet Castrovel. Ukulam is a nature preserve, uncolonized by the planet's inhabitants, but not untouched. For even among the heavy boughs of Ukulam there are ancient ruins and modern structures, most of the latter belonging to various conservation groups, laboratories, and tourism initiatives.



CASTROVEL

The Wild

Atmosphere normal; **Gravity** normal

Day 24 hours; **Year** 180 days

Castrovel is a hot and humid world with a rich atmosphere that gives life to continent spanning jungles housing carnivorous plants, saurian predators, and devastating moldstorms. Modern cities and cutting-edge industrial complexes are separated from the surrounding wilds by electric fences and automated weapons, only connected to one another through magical portals called *aiudara*. Known for its magical advances, mysterious ruins, and conservation efforts, Castrovel is home to three major societies who currently enjoy a time of peace and collaboration: the lashunta city-states of Asana, the formian hives of the Colonies, and the elven nation of Sovyrian.

"Thank you for coming, Starfinders," Venture-Captain Arvin begins. "I'm dispatching you to Castrovel's largest nature preserve: the continent of Ukulam. We've heard persistent reports of a strange tower surrounded by purple mist that appears and disappears without warning in the region. You're going to find it."

Arvin slides a datapad across the table, showing imagery of a tall spire extending above the trees, barely visible through a cloud of purple fog. "None of the witnesses have pinned down the tower's location, and what positions they have determined are contradictory. However, all the sightings are in the Ikal Expanse, a densely forested region of Ukulam that boasts incredible biodiversity."

"I've booked you passage on a transport heading to Esowath Nexus—it's the base of operations for the Esowath Conservancy and the nearest landing site to the Ikal Expanse. The conservancy rangers know you're coming and will guide you along the first step of your journey. About 30 miles into the forest, you'll come across a yaruk graveyard—dozens of massive skeletons partially submerged in swampy ground. Turn north there until you find a group of ancient stones with holes cut through them—it's some kind of ancient elven site. All the sightings of the tower have been from north or east of the stones." Arvin slides a datapad pre-programmed with route information and milestones across the table.

"I've convinced the Esowath Conservancy that you're experienced and careful enough to investigate this unusual sighting without damaging the fragile ecosystems of the Ikal Expanse—don't make me a liar. Be on your best behavior, don't litter, and don't cause unnecessary harm. Access to Ukulam is closely monitored and controlled, and I don't want the Starfinder Society's visitor privileges revoked." Arvin's eyes narrow for a moment, as he lets his words sink in.

"Locate the tower, explore the physical site, and gather what information you can on its transitive or temporal displacement capabilities. Report back with your initial findings before going too far, to ensure you don't disappear with the tower. I don't want to launch a rescue mission to haul you back from wherever this tower disappears to."

Venture-Captain Arvin does his best to answer any questions the PCs have before they depart. Some likely questions the PCs might ask and Arvin's answers are listed below.

What else do we know about this mysterious tower? "Not much. From the differences in the various reports, the tower appears and disappears over a wide area, but there isn't a pattern or schedule that we can discern. The purple mist is all that is visible at ground level and seems to appear all at once in a radius of about a half-mile surrounding the tower. The mist appears harmless; our mystics suspect that it is a side-effect of whatever is transporting the tower to and from the forest."

What is the Esowath Conservancy? "The Esowath Conservancy is a nongovernmental organization that protects the ecology of Ukulam. In addition to researchers and scientists, the Conservancy employs a private army of rangers who patrol the region against poachers and unlicensed tourists. Travel to Ukulam is limited to minimize impact on the flora and fauna of the region."

Venture-Captain Arvin

What if we get attacked by a local creature? "You have clearance to defend yourself from immediate harm, but the Esowath Conservancy won't look kindly on any collateral damage or unnecessary violence. You've got more leeway if it's an invasive species or something harmful to the ecosystem, I suppose. Depending upon the tower's method of vanishing, you might be able to argue its interior isn't in the Ikal Expanse at all, but that's speculation at present..."

What other dangers might we encounter in the Ikal Expanse? "The Ikal Expanse is a dense forest with one of the highest biodiversity ratings of any known world. Life comes in all sizes and shapes on Castrovel. A good example is the variety of fungi, which range from microscopic spores to the largest fungal 'trees' on the planet. Saurian predators, carnivorous plants, moldstorms, parasitic fungi, giant insects... Castrovel has it all."

Hero Points

Once the PCs complete their briefing, remind the players that they each have 1 Hero Point available.

ESOWATH NEXUS

When the PCs are ready, they board a passenger transport bound for Castrovel, landing at Esowath Nexus on the continent of Ukulam. The journey takes 1d6+2 days through Pact Worlds space, giving the PCs plenty of time to get to know one another and the other passengers, which includes a pair of married scientists returning to work after vacation (**Tolar Keif** [patient male kasatha ecologist] and **Suluzak** [obsessive male vesk mycologist]), a family of wealthy tourists (headed by family matron **Delaphine von Sprouse** [cantankerous old female human corporate financier]), and an investigative journalist named **Mack** (shifty pangender ysoki reporter) who claims they're onto something big, but won't share any details on the story they're investigating or their reason for visiting Ukulam.

The immense size of the Ikal Expanse is apparent as their starship is on final approach: a sea of verdant, leafy trees stretches into the distance, its canopy of green punctuated by the pale pink and purple of enormous mushrooms that stretch above the trees. The transport lands on one of several elevated platforms built above the forest canopy.

The PCs are met by Major **Kendaren** (nonbinary korasha lashunta ranger) of the Esowath Conservancy Ranger Corps, who gives the PCs a perfunctory greeting then leads them to the elevator and questions them as they descend.

After the sterile and controlled climate of the starship, the warm, moist air of Castrovel is a stark change. The elevated landing platform is surrounded by a sea of green, pink, and purple, as tall trees and taller fungi compete for sunlight. The smell of damp earth and composting vegetation hangs heavy, and the nearly subsonic calls of some impossibly large creature vibrates through the humid air.

A korasha lashunta wearing a green and gray camouflaged uniform nods their head in greeting. "Welcome to the Ikal Expanse!" they intone dramatically, their arms open wide to the forest below. "I'm Major Kendaren of the Esowath Conservancy Ranger Corps." They lead the way to an open-cage elevator that descends along one of the platform's spindly legs. The forest is alive with the sounds of birds and insects, nearly drowning out the electrical hum of the lift machinery.

"I've been briefed on your mission and your arrangement with my superiors," Major Kendaren begins. "While I don't like adventure-seekers traipsing around in the Expanse, apparently you know how to take care of yourselves. I hope so, because I hate rescuing idiots who get in over their head."

Esowath Nexus was once a formian military installation, a warren of claustrophobic tunnels connecting larger caverns. As the Conservancy rangers require extensive supplies for their regular patrols, the settlement is well-stocked. The PCs can purchase supplies and gear here, if desired, before heading into the Ikal Expanse.

INTO THE GREEN

Once ready to depart, the PCs ride with Major Kendaren and a party of Conservancy rangers into the Ikal Expanse in a small hovercraft, traveling across land and water without leaving tracks or disturbing the landscape. The particularly annoying six-winged Ikal fly is kept at bay by a pungent salve that the rangers supply, but the incessant buzzing never ceases, day or night.

That evening, the group arrives at the yaruk graveyard. Dozens of enormous, bleached skeletons jut out of the swampy ground, picked clean by predators. A PC who succeeds at a DC 13 Medicine or Nature check, or a DC 15 Perception or Survival check determines the skeletons seem to be arranged in family groups, and something has re-arranged the bones after each creature's death. (This is done by the yaruks themselves, who are much more intelligent than many giant herbivores.)

Here, the rangers ask the PCs to disembark, as their paths diverge—the rangers are investigating reports of blighted flora to the south while the PCs will travel north. The rangers ensure that the PCs have everything they need for their exploration before leaving the party to fend for themselves. If asked, the rangers can help the PCs set camp for the night before they depart.

Turning north from the yaruk graveyard, it's a six-hour walk to the ruined elven observatory.

RUINED OBSERVATORY

A pile of massive stones protrudes from the vegetation ahead, heavily overgrown with moss and creeping vines. The stones seemingly once stood in a triangular pattern but have fallen inwards, collapsing over each other and breaking into fragments. Under the moss and detritus of unknown ages, several holes and faint carvings are visible, while the edges of the stones are notched in irregular patterns.

These damaged and toppling standing stones are all that remain of an ancient Oatian observatory originally used to mark the apex of the sun's journey across the heavens at various times of the year. This observatory is also a magical anchor for the disappearing tower and can be used to purposefully call Seledira's tower back to Castrovel. On days surrounding important solar events, including eclipses, solstices, and equinoxes, the observatory automatically calls Seledira's tower into existence. Time and wear have caused the observatory to fall out of alignment with the sun, which

Girendal

A. Tower Approach
N
W
E
S
1 SQUARE = 5 FEET
STARFINDER FLIP-MAT: FOREST MOON

has in turn made its ability to anchor Seledira's tower unstable. It's triggering at random intervals and calling Seledira's tower to appear in widely varying locations.

The instructions for how to operate this ruin are within Seledira's tower, but the PCs may be able to trigger it without guidance. This process involves manipulating various specific sighting holes while intoning a command phrase. A PC who succeeds at a DC 17 Arcana, Occultism, or Thievery check or a DC 15 Astronomy Lore check can trigger the anchor's activation through educated guessing. PCs who speak Elven gain a +1 circumstance bonus on these checks. Otherwise, the ruin activates automatically 20 minutes after the PCs arrive, regardless of their proximity to the ruin.

Development: When the ruin activates, it glows with shimmering purple light that flickers and pulses irregularly, as if damaged or unsteady. Despite this wavering magic, the entire region is covered in dense purple mist within a few minutes—this mist acts as a bridge between the Ikal Expanse and the demiplane where Seledira's tower is located. The air temperature drops from hot to comfortable in an instant, leaving creatures that sweat feeling cool and damp. The cloying smell of decaying vegetation is instantly replaced by a faint smell of spiced incense. Perhaps most importantly, the incessant buzzing of the Ikal flies disappears, leaving an unnerving silence. The mist extends 15 feet above ground level, so climbing one of the many trees or giant mushrooms allows a sight of the tower, seemingly located only a few hundred yards away to the northeast.

A. TOWER APPROACH MODERATE

The forest surrounding Seledira's tower is inhabited by a variety of alien creatures she collected from distant worlds. As the PCs travel through the mist-shrouded forest, they're attacked by some of these aliens. Use the map on page 6 for this encounter. The PCs begin in the middle of the map.

Hazards: The purple mist rises to a height of 15 feet and imposes a –1 circumstance penalty to visual Perception checks. All creatures separated by 10 feet or more of mist become concealed to one another.

Creatures: A trio of territorial primates called girendals surround the PCs then attack. A PC who succeeds at a DC 10 Nature, Castrovel Lore, or Life Science Lore check determines these animals are not native to Castrovel, while a PC who critically succeeds on this check confirms these creatures are unheard of within the Pact Worlds.

The girendals use the mist and their electrolocation to avoid larger groups, focusing on lone targets. They use Grasping Leap to maneuver around the battlefield, then Constrict or Strikes until their target falls unconscious, before switching to other targets. A girendal flees when reduced to 5 Hit Points or less, snarling and shrieking at the PCs from afar but remaining out of further conflict.

ADJUSTING DIFFICULTY

You can adjust the difficulty of encounter **A** by making the following changes.

Easier: Remove one girendal from the encounter.

Harder: Add one girendal to the encounter.

GIRENDALS (3) CREATURE 1

RARE LARGE ANIMAL

Perception +7; electrolocation (precise) 30 feet

Skills Acrobatics +7, Athletics +8, Stealth +7

Str +3, **Dex** +2, **Con** +1, **Int** –4, **Wis** +1, **Cha** –1

Electrolocation The creature can sense the electric field given off by living creatures, allowing them to precisely target living creatures without using visual means.

AC 15; **Fort** +6, **Reflex** +7, **Will** +4

HP 22

Speed 20 feet

Melee ❖ jaws +7, **Damage** 1d8+3 slashing

Melee ❖ claw +7 (agile), **Damage** 1d6+3 slashing

Melee ❖ tentacles +7 (reach 10 feet), **Damage** 1d4+3 bludgeoning plus Grab

Constrict ❖ 1d4+3 bludgeoning, DC 15

Grab ❖

Grasping Leap ❖❖ The girendal Leaps up to its Speed, and then makes an Athletics check to Grapple a target within reach of its tentacles. On a critical success the target is additionally knocked prone.

Seledira

SELEDIRA'S TOWER

Amid a dense sea of swirling purple mist, a wide dark shape slowly manifests as a building, reaching high into the sky. The building is an elegant, rounded tower made of dark stone and opaque glass. Green, pulsing vines spiral up the tower and out of sight, stretching hundreds of feet into the sky above, to the glass-topped peak of the mysterious tower. Dozens of creeping vines and roots grow from the stone walls, seeming to anchor the base of the tower to the ground with no clear transition between living plant and solid stone. The tower weeps droplets of purple liquid from every surface, which in turn evaporate and drift down towards the earth, forming the purple mist.

At the base of the tower, four giant doors of a dull bronze metal face opposite directions. Each door is etched with geometric shapes, elegant characters, and angular runes in adjacent columns.

A PC who succeeds at a DC 14 Arcana, Nature, Occultism, or Religion check confirms this area is not on Golarion or any other known world—the area within the mist is on a demiplane Seledira created to keep her research private.

The tower's four doors are made of an unidentified alloy (hardness 10, HP 40, BT 20). Three of the doors are completely inaccessible—a PC who succeeds at a DC 15 Crafting or Thievery check on these doors determines they're not doors at all, but part of the tower's walls. (In truth, these doors are anchor points only accessible on other planets). The southern door (nearest to the PCs) is closed and magically warded.

The runes on the surface of the door are an astronomical treatise written in a cipher that mixes four languages: Aklo, Elven, Kothama, and a fourth unknown language. A PC who succeeds at a DC 13 Astronomy Lore or Physical Science Lore check, a DC 15 Nature or Society check, or a DC 16 Arcana, Occultism, or Thievery check notices a pattern in the cipher which identifies four symbols that stand out as strange; pressing these four symbols causes the door to swing open. The PCs gain a cumulative +1 circumstance bonus to these checks for each of the three listed languages one of them speaks.

Upon entering the tower, the PCs receive a telepathic image of an elven woman (Seledira) saying "I welcome you," in their native language.

Tower Interior

Inside, the tower is an x-shaped space with a grand central staircase that winds up 30 feet then fades away into thin air. Each wing of the x contains an entry door—though only the south door currently functions. The floor is polished silver stone that looks like a mirror but reflects nothing. The space appears to have no ceiling, instead looking up into a sky full of stars—this starscape matches the stars as seen from the tower's active anchor point (currently Castrovel's Ikal Expanse).

Ascending the stairs, the PCs discover the following areas.

Level 2: This incredibly lush and comfortable living space includes a sitting room, magically stocked kitchen, small dining room, library with authentic paper books, art gallery, and a bedroom suite with adjoining bathroom and walk-in closet. Each room has grand windows overlooking pristine forest landscapes (although it's impossible for all these windows to be on exterior walls). A PC who succeeds at a DC 14 Perception or Society check determines that one person lived here: an elven woman named Seledira.

Level 3: This floor looks like a rooftop observatory open to the elements with a glorious view of the night sky—save for a magitech console in the center of the room and a freestanding frosted glass door that leads to another stairwell. The console controls the skies currently appearing above. A PC who experiments with the console causes the stars above to speed across the sky—they can change the location the sky is viewed from and the time the sky is viewed from. A PC who succeeds at a DC 15 Arcana, Computers, Nature, or Thievery check or a DC 13 Astronomy Lore check determines they're currently looking at the sky as seen from Castrovel, but there are hundreds of other planetary viewpoints accessible in the catalogue, from dozens of different systems.

Level 4: This vast workshop is a single circular room far wider across than the tower itself is, filled with tools, models, strange objects, and raw materials. A PC who searches through the workshop discovers three objects of note.

- A holographic schematic of an "anchor site"—easily identifiable as the elven ruin in its original state—which notes its purpose and how to activate it. This will enable the Starfinders to reliably anchor the tower to Castrovel and restore the site to its former glory. Curiously, the schematics indicate there were four anchor sites constructed on different planets, implying the tower could be connected to four different locations.
- An antique astrolabe mounted on a pedestal with a glowing gem at its center. This device is clearly magical, and a PC who succeeds at a DC 16 check to Identify Magic determines the device can be used to change the tower's current anchor point, but its activation method is incredibly complex and beyond the ability of the PCs at present.
- A glass sphere filled with roiling purple mist—this is a *shrouding sphere*. See the chronicle sheet at the end of this adventure for details on this new magic item.

B. Laboratory

The fifth and final floor of the tower is Seledira's laboratory and office. Here, she studied distant planets, catalogued her observations, and even constructed a magical portal to other worlds. The laboratory is brightly lit and smells faintly of flowers. The ceiling is 15 feet high and covered in an illusion that makes it look like a clear, blue sky with puffy white clouds periodically drifting across it on an unfelt wind. Use the map on page 9 for this location. The PCs enter the laboratory from one of the three spiral staircases in the corners.

Doors: The glowing doors are opaque energy fields as hard as steel; any creature within 30 feet capable of intelligent communication can will one of these doors to open as a single action with the concentrate trait.

B1. Database Display

A series of miniature glowing spheres hover above this wide square platform, each a magical depiction of a foreign planet. The northwest world has turquoise seas and verdant green land masses covered in vegetation—clearly Castrovel. In the southeast hang a pair of worlds, ice-covered twins which seem to share a single moon that loops between the two. The southwest world is verdant, with golden seas and earth that glows. Finally, the last world is a glitching mess that shudders in and out of existence.

A PC who succeeds at a DC 14 Piloting or Society check identifies the twin ice worlds as Vesk-7 and Vesk-8, accompanied by their shared moon, Traverse—although PCs from the Veskarium likely recognize these planets automatically. A PC who succeeds at a DC 18 Piloting or Society check identifies the glowing world as Astevint, a little-known planet in the Vast thought to be uninhabited. The glitching world is not identifiable by any knowledge that the characters possess.

The display database can be used to do other things than just display these planets, although this requires significant mental effort on the part of the viewer. A PC who succeeds at a DC 16 Arcana, Nature, Occultism, Religion, or Perception check or a DC 13 Astronomy Lore check forces the database to display basic data on the planets, such as names, surface gravity, temperature, period of rotation, and so on (Vesk-7 and Vesk-8 appear in the database as "New Home" and "Home"). Alternatively, a

B. Laboratory
B5
B2
B1
B3
B6
B4
1 SQUARE = 5 FEET
STARFINDER FLIP-MAT: DATA CENTER

PC who succeeds on this check can force the database to temporarily display different worlds. Each time a PC fails on this check, they're dealt 1d4 mental damage (2d4 mental damage on a critical failure).

Any requests for more information, such as details on life forms or historical events, automatically fail, instead triggering a telepathic message of Seledira saying "that information is restricted." Breaking Seledira's magical firewalls is currently beyond the PCs' capabilities.

B2. Archive

This library holds hundreds of physical books in all formats, from rolled scrolls to bound folios to carved runes on pieces of stone, metal, or shell. Comfortable chairs beckon the reader at one end of the room, while a desk with writing supplies occupies the other end. The air is still and dry, with none of the musty odor associated with many dusty libraries. An ephemeral elf stands in the center of the room, utterly still.

The ghostly figure is a *phantasmal minion* (*Starfinder Player Core* 350) which Seledira created as a research assistant. The minion is made of magical force but cannot attack, understands only requests for information on a particular subject, and only responds by fetching the relevant book or tome. Any attack on the minion destroys it, although it re-appears fully functional after 24 hours.

Treasure: The bookshelves contain a wealth of information on astronomy, the arcane, and occult matters, although transporting the entire library is beyond the PCs' abilities. A PC who succeeds at a DC 15 Perception check discovers a *spell gem of grease* and a *spell gem of gust of wind* in a desk drawer.

B3. Stasis Chambers

Several human-sized cylinders resembling cryo-chambers line the eastern wall of this room. Each cylinder is inactive and filled with only clear fluid, with no obvious power source or connections. One container is cracked open, and several triangular scales are wedged in the crack.

These magical stasis chambers are currently empty. A PC who succeeds at a DC 15 Thievery check can retrieve the scales from the cracked stasis chamber, with failure resulting in the scales crumbling to dust. A PC who succeeds at a DC 15 Nature or a DC 13 Life Sciences Lore check determines the scales are reptilian in nature, perhaps distantly related to dragons, but match no known species.

The stasis chambers have hardness 2, HP 8, BT 4, and are filled with salt water. They're too heavy to lift, but they can be tipped over by a PC who succeeds at a DC 14 Athletics check, spilling the fluid.

Akata

B4. Relic Storage

Four low pillars line the center of this room, each encased in a shimmering field of magical energy. Through each glowing geometric webbing of energy can be seen a single object, displayed as if a work of art in a museum.

This room contains displays of various powerful magical items Seledira was in the process of studying. Each is protected by a magical energy field that deals 2d4 electricity damage on contact (DC 15 basic Reflex save). Deactivating an energy field requires a PC to succeed at a DC 15 Thievery check to Disable Device or a DC 14 Arcana, Nature, Occultism, or Religion check.

Treasure: From east to west, the relics are a crystal orb containing swirls of vibrant color, a black puzzle box that's freezing cold to the touch, a metal cone inscribed with unknown symbols, and a handwritten astronomical treatise on the nature of the cosmos, sprinkled with religious aphorisms relevant to followers of Ibra the Inscrutable.

B5. Transportation Portal

The eastern end of this room is taken up by a raised platform over which a six-foot disk of energy hovers inches above the floor. Glimpses of different versions of the night sky appear fleetingly in the disk, as if showing the view from different places or times. Metal conduits run from the platform across to a large control bank on the western wall. The control bank is covered with levers, buttons and hand-sized metal plates, and looks to have been constructed by someone inexpert in technology. The hum of the control panel mixes with the intermittent buzzes and whines of the energy disk in a way reminiscent of the sound of jungle birds over the incessant buzz of the Ikal fly.

A PC who succeeds at a DC 15 Arcana or Computers check determines the energy disk is a rudimentary *aiudara* portal connected to a mix of magical and technological equipment. The portal is clearly uncontrolled and unstable, but with time and skilled engineers or spellcasters, it's likely the portal can be repaired.

Hazards: The magic portal is clearly unstable, and sizzles audibly whenever someone approaches within 5 feet. A creature that makes contact with the portal is dealt 1d6 acid damage (DC 15 basic Reflex save).

B6. Akata Enclosure — Moderate

Seledira spontaneously turned this rectangular side chamber into a makeshift enclosure to contain dangerous akatas that followed her back into her lab through her transportation portal after a particularly ill-fated scouting mission to an asteroid. After trapping the akatas inside for further study, she magically sealed the chamber. The magic has long since faded, but the akatas remain within.

Creatures: The arrival of the PCs in the laboratory has caused the akatas to awaken from hibernation. They attack the PCs as soon as the door is opened, launching themselves out of the room and into the fray with gusto. The akatas fight in melee with their jaws Strike and fight to their death.

The akatas aren't smart enough to open or close the forcefield doors in the laboratory, making it possible the PCs can trap them in side rooms.

AKATAS (3) — CREATURE 1

MEDIUM | ABERRATION

Perception +6; darkvision, no hearing, scent (imprecise) 30 feet
Skills Acrobatics +7, Athletics +7, Stealth +7
Str +4, **Dex** +2, **Con** +4, **Int** –4, **Wis** +3, **Cha** +0

Hibernation An akata can secrete resin that encases it safely in a noqual cocoon. The cocoon has Hardness 9, 40 HP, and a BT of 18. It has resistance 5 to damage from magical sources. While ensconced within this cocoon, the akata cannot be harmed, does not need to eat or drink, and gains lifesense 30 feet. During its hibernation, the akata remains dormant until exposed to extreme heat or it senses a living creature. It can then break free of its cocoon within 1d4 minutes.

No Hearing Akatas are immune to auditory effects, automatically critically fail Perception checks that require it to hear, and take a –2 status penalty to Perception checks (but not initiative rolls) that involve sound but also rely on its other senses.

ADJUSTING DIFFICULTY

You can adjust the difficulty of encounter **B6** by making the following changes.

Easier: Remove one akata from the encounter.
Harder: Add one akata to the encounter.

AC 16; **Fort** +9, **Reflex** +5, **Will** +6
HP 15; **Immunities** disease; **Weaknesses** salt water 5; **Resistances** fire 5, poison 5

No Breath An akata doesn't breathe and is immune to effects that require breathing (such as an inhaled poison).

Salt Water Vulnerability Salt water attacks an akata's cells and acts as a potent acid. If the akata is fully immersed in salt water, it takes 4d6 acid damage from the water immediately and at the end of each of its turns as long as it remains immersed. Its weakness to salt water applies to this damage.

Speed 30 feet, climb 15 feet
Melee ❖ jaws +9 (agile) **Damage** 1d6+4 piercing plus void death

Void Death (disease) An akata implants microscopic larvae into any creature it bites, but only Small or Medium humanoids make suitable hosts; all other creatures are sickened 1 at Stage 2 and further instead; **Saving Throw** DC 17 Fortitude; **Stage 1** carrier with no ill effect 1 (1 day); **Stage 2** drained 1 (1 day); **Stage 3** as stage 2 (1 day); **Stage 4** drained 2 and fatigued (1 day); **Stage 5** as stage 4 (1 day); **Stage 6** dead and corpse rises as a void zombie in 2d4 hours

CONCLUSION

After exploring the laboratory, the PCs should return to the Ikal Expanse. Within minutes of their departure from Seledira's tower, the purple mist clears and Seledira's tower vanishes, disappearing without a trace as it becomes untethered from Castrovel.

From here, the PCs are free to make their way back to the Esowath Nexus and catch a transport shuttle back to Absalom Station. If the PCs ask after Major Kendaren and their team while at Esowath Nexus, they're informed Major Kendaren has yet to return from their mission and isn't expected back for another week—far too long for the PCs to linger.

Back at the Lorespire Complex on Absalom Station, Venture-Captain Arvin is incredibly intrigued by the PCs' findings and congratulates them wholeheartedly on a job well-done. Arvin promises to work with the Esowath Conservancy to ensure the ancient elven ruins are repaired and Seledira's tower is further explored. He asks the PCs if they would prefer to prioritize exploring the tower's other three anchor worlds or stabilizing the *aiudara* portal to determine where it leads.

As thanks for the PCs' hard work, Arvin rewards the PCs with a night out at Colorful Verse, a nearby karaoke bar—all on his tab. A PC who succeeds at a DC 15 Diplomacy check can convince Arvin to join them!

Reporting Conditions: If the PCs prefer to explore anchor worlds, check box A. If the PCs prefer to stabilize the portal, check box B. If the PCs acted responsibly in wilds of the Ikal Expanse, check box C.

Event Reporting Form

Date _____ Event Code: _____

Location _____

GM Org Play #: -27	GM Name:
Adventure Name:	
Reporting Codes: (check when instructed, line through all if no conditions to report)	☐ A ☐ B ☐ C ☐ D

Character Name:	☐ Dead?
Org Play #: -27	Level

Character Name:	☐ Dead?
Org Play #: -27	Level

Character Name:	☐ Dead?
Org Play #: -27	Level

Character Name:	☐ Dead?
Org Play #: -27	Level

Character Name:	☐ Dead?
Org Play #: -27	Level

Character Name:	☐ Dead?
Org Play #: -27	Level

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Scenario #1-06
Magic in the Mist

Character Chronicle #

Character Name | Organized Play # | Character #

CREDITS	LEVEL	
	1	140 credits
	LEVEL	
	2	220 credits

Adventure Summary

You explored the Ikal Expanse to find a mysterious spire which appears and disappears in a cloud of purple mist. After locating the structure, you explored its interior, discovering it's located in a demiplane and acts as a bridge between Castrovel and distant worlds. You additionally learned the name of the tower's elven creator, Seledira, and the worlds she studied. After reporting to Venture-Captain Arvin, you recommended the Starfinders focus on ☐ exploring the other anchor worlds the tower connects or ☐ stabilizing a magical portal that leads to an unknown destination.

Boons

Congratulations on completing the adventure! You've earned Starfinder Society (second edition) Achievement Points, a currency that can be redeemed on our website at **paizo.com** for special character boons! To redeem your Achievement Points, go to **paizo.com/organizedPlay/myAccount** and click on the Boons tab. Note that you must have created a **paizo.com** account and registered a character before you can begin making Achievement Point transactions.

Magic in the Mist (Boon): You discovered a magical glass sphere within Seledira's tower. This character gains access to the *shrouding sphere*, allowing you to purchase it.

SHROUDING SPHERE — ITEM 3

UNCOMMON | INVESTED | MAGICAL | WATER

Price 600 credits

Usage held in 1 hand; **Bulk** L

This glass sphere is filled with a swirling purple gas and exudes a faint floral fragrance.

Activate—Shake it Out ❖ (manipulate); **Frequency** once per day; **Effect** You shake the sphere, causing the gas inside to seep through the glass and coil around you, obscuring your motions. You become concealed against ranged attacks for 3 rounds. In addition, you gain a +1 circumstance bonus to Stealth checks to Hide for the duration. This gas can be dispersed by strong wind, ending the effects early.

Activate—Yeet it Out ❖ (manipulate); **Effect** You throw the sphere, granting one creature within 60 feet the benefits of Shake it Out for 1 minute. This causes the orb to shatter, gaining the consumable trait.

Notes

EXPERIENCE	
	Starting XP
+	XP Gained (GM ONLY)
=	Final XP Total

CREDITS	
	Starting Credits
+	Credits Gained (GM ONLY)
–	Credits Spent
=	Total

For GM Only

FOR GM ONLY

EVENT | EVENT CODE | DATE | GM Organized Play #

Chronicle Code: DXDC

For more information about the Starfinder Society Organized Play program, including how to use this Chronicle Sheet, visit **starfindersociety.club**